Game Maker

Student Names: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Game Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

* In the boxes below, please provide a detailed description for each item of your game. (See First Game Tutorial for help – this is located on my website under “Lessons”: www.johnsontechnology.wikispaces.com)

|  |  |
| --- | --- |
| Game Objects |  |
| Sounds |  |
| Controls |  |
| Game Flow |  |
| Levels |  |